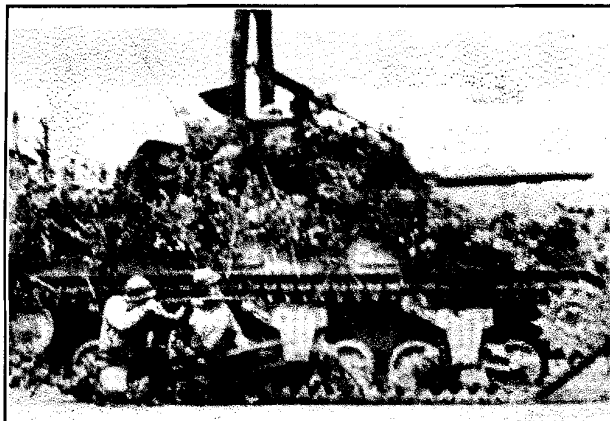


# ROSES FOR VANDERVOORT

## SCENARIO ASL TAC 47

Translated by Coastal Fortress Gaming Group

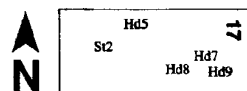


**VICTORY CONDITIONS:** The Americans win at scenario end if they control the 4 buildings W3, U5, S6 and S4.

### LES ROSIERS, FRANCE, 15 June 1944:

The encirclement of the German troops of the Cotentin had just begun the previous day. The 507<sup>th</sup> Parachute Infantry Regiment and the 325<sup>th</sup> Glider Regiment were engaged along the D15 Road who link Pont l'Abbe to St Sauveur le Vicomte. After a good start, a vigorous German counterattack stopped paratroopers cold. On the 15<sup>th</sup>, it was the turn of the 505<sup>th</sup> Parachute Infantry Regiment to attack after crossing the 507<sup>th</sup> positions. The 1<sup>st</sup> and 2<sup>nd</sup> Battalion rushed forward. The 1<sup>st</sup> Battalion attacked north of the D15, and the 2<sup>nd</sup> along the road itself. The 3<sup>rd</sup> Battalion was kept in reserve. The Germans stiffly resisted at first, but once this resistance was broken, the 505<sup>th</sup> advanced quickly. After 700m of progression, they met a fortified strongpoint in the Les Rosiers hamlet.

### BOARD PLACEMENT:



### BALANCE:

- ☆ Replace the 9-1 leader in the German OB with a 8-1 leader
- ✚ Both 81 MTR in the American OB start the game dismantled

✚ GERMAN sets up first	1	☆ 2	3	4	5	6	END
☆ AMERICAN moves first							

**Elements of 1<sup>st</sup> Battalion, 1058<sup>th</sup> Infantry Regiment, 91<sup>st</sup> Luftlande Division [ELR:3]**  
set up on/west of hexrow H {SAN:4}:

1 4'-6-7	2 4-4-7	9-1	7-0	7-18	3-8	50 * [2-13]	7 mortars
3	2				2		10

75 mm	37L (8)	2-2-8
2	2	4

**Elements of Companies D,E and HQ, 2<sup>nd</sup> Battalion, 505<sup>th</sup> Parachute Infantry Regiment, 82<sup>nd</sup> Airborne Division [ELR:5]**  
set up on/east of hexrow F {SAN:2}:

E 7'-4-7	9-1	8-0	4-10	60 * [3-45]	8-4	81 * [3-75]	2-2-7
8					2	2	2

**Elements of Company D, 505<sup>th</sup> Parachute Infantry Regiment and Company A, 746<sup>th</sup> Tank Battalion**  
enter on Turn 2 on/between O10 and A10 (the units must setup at 2 hex range from each other)

E 7'-4-7	3-3-7	10-2	8-4	15 8 4 75 2/4/4
2				2

Scenario Design: Jean-Luc Béchenec '93

### SSR:

1. EC is moist with no wind at start
2. Place the following overlays: **St2** in Y6-X6, **Hd5** in Q9-R8, **Hd7** in F5-G5, **Hd8** in J3-J2 and **Hd9** in D3-E3. If you do not have Overlay **St2** which is in Croix de Guerre, you can remove it without influencing the balance of the scenario.
3. Walls and Edges are Bocage (B9.5), a 2-lane Stone Bridge exists in V7 and links V6 and V8. The openings through the bocage are treated as Breaches (B9.541).
4. Kindling is NA.
5. The American 81 MTRs may not setup emplaced.

**AFTERMATH:** Company D, heading the assault, was pinned down by the fire of two 37mm AAGuns and 2 75mm AT guns. The German position was held by 50 soldiers from the 1<sup>st</sup> Battalion of the 1058 Infantry Regiment, equipped with MGs and mortars. The accurate fire from the paratroopers forced the Germans to go for cover. Company E, supported by the 81mm MTR from the HQ Company succeeded in advancing and outflanked the German position. Nevertheless, the position seemed too tough to break without more support. Colonel Vandervoort then went to the 1<sup>st</sup> Battalion HQ and "loaned" 2 Shermans to Colonel Alexander. With a platoon of company D and the 2 Tanks, he outflanked and overran the German position. Most of the defenders were killed or captured and the others retreated. The progression resumed at such a speed that all German opposition seemed to vanish in front of the airborne troops. The road to St Sauveur le Vicomte was open.